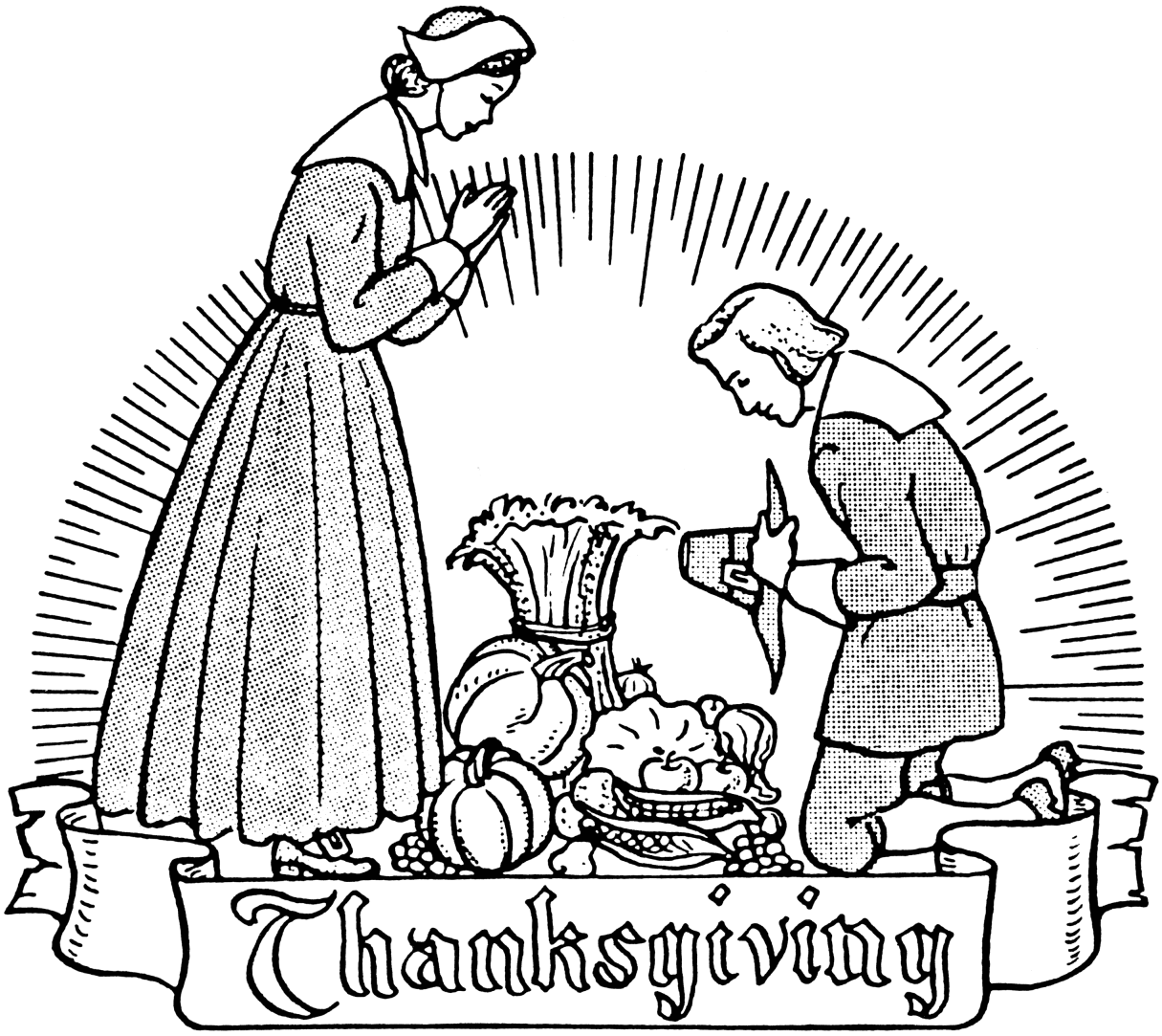
Spirit of 99

CENTRAL OHIO NINETY NINERS INC.

THE OFFICIAL NEWSLETTER OF THE CENTRAL OHIO NINETY-NINERS INC.

PUBLISHED MONTHLY IN COLUMBUS OHIO



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Spirit of 99

THE OFFICIAL NEWSLETTER OF CENTRAL OHIO NINETY-NINERS

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C.O.N.N.I. meetings are held the Second Saturday of each month at the Martin Janis Senior Center on East Eleventh Ave. at the Ohio State fairgrounds.

Meeting time is at 9:00 AM, Meetings are open to the public.

Membership dues $20.00) are payable yearly to C.O.N.N.I. and cover the immediate family of the member. (An application has been placed in this newsletter for your convenience) Please address it to:
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&&&

C.O.N.N.I. MINUTES
Saturday, October 10, 1987 Meeting

President Hott opened the meeting at about 10:15 AM. New members introduced were Kevin Lee, Bill Wood and Jerome Substanley.

The "Buddy System" was briefly explained: new members will be given the opportunity of pairing with an experienced member, who will assist them with questions and problems.

The minutes of the September meeting were approved. John Cummings read the Treasurer's report, which was approved. He once again pointed out the need for additional funding. A tabulation of the survey will help determine the means. The contribution can continues to help defray the cost of using the Janis Martin Center, as does the Snack Bar. A motion to pay the $25 fee to the Janis Martin Center passed unanimously.

Sign-up sheets for the T.I.Artist and T.I. Writer classes to be taught respectively by Ken Marshall and Jean Hall, were passed around. Classes are free and open to members, and will meet on Monday and Wednesday evenings at 7:30 PM at the Janis Center.

The fund-raiser of P.D. programs continues. Catalogs are available from Jim Peterson for $4.00 and this money is turned over to the treasury.

Plans for those attending the Chicago Faire were discussed. One or more RV's will be going, also private cars. One member will fly in.

A beginners' group will be offered at 9:30 AM starting with the Nov meeting. On hand to answer questions will be Jim Peterson, Irwin Hott and Dick Beery.

Chuck Grimes gave a detailed description of the Disk of the Month. Plans for making the Disk of the Month more widely available through the newsletter and at least one local outlet were discussed. At the meetings, a demo held the same or following month will help people get started using unfamiliar programs and techniques. D.O.M.'s ordered through the newsletter will require $1.00 extra for postage.

Several members requested information regarding reasonably priced used P-boxes, cards, etc. Some who have minimal systems wish to expand--the T.I. spirit continues and is not yet extinguished.

President Hott demoed his new external speech synthesizer, and illustrated similarities and differences between this and the more commonly used one.

Respectfully Submitted,
Dick Beery
Acting Secretary

TIPS FROM THE TIGERCUB

#44

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TIGERCUB SOFTWARE
156 Collingwood Ave.
Columbus, OH 43213

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Over 130 original programs in Basic and Extended Basic, available on cassette or disk, now reduced to just $2.00 each, plus $1.50 per order for cassette or disk and PP&M. Cassette programs will not be available after my present stock of blanks is exhausted.
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Ü NUTS & BOLTS #3 is now   Ü
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TIPS FROM THE TIGERCUB, a full disk containing the complete contents of this newsletter Nos. 1 through 14, 50 original programs and files, reduced to $10 ppd.
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Thanks to Steve Chapman and Bill Wallbank of Stone & Webster Engineering Corp. TIUG for this one. If V=21 you are in Extended Basic, otherwise you are in Basic. I am not sure it will work with all consoles and modules. -

```
100 RANDOMIZE :: OPEN #1:"SCR
EEN:" :: V=VERSION(1)
110 V=INT(RND*100)
```

How can you input a blank (CHR$ 32) with ACCEPT AT? As far as I know, you can't. With LINPUT, just hit the space bar, and with INPUT, type " ". But with ACCEPT AT the space bar gives a null string and " " gives " " ! However, you can code around it -

```
X$=CHR$(34)&CHR$(32)&CHR$(32
):: ACCEPT AT(1,1):T$ :: IF
T$=X$ THEN T$=CHR$(32)
```

And, to clear up the puzzling behavior of the "quote marks" -

```
100 CALL CHARPAT(34,CH$):: C
ALL CHAR(35,CH$)!written by
Jim Peterson
110 DISPLAY AT(1,7)ERASE ALL
:"THE # PUZZLE":" You can't
enter PRINT # or PRINT ### -
 the computer demands an
even number of #."
120 DISPLAY AT(5,1):"1 PRINT
 ## !prints a null string (n
othing)":"2 PRINT ### !print
s #"
130 DISPLAY AT(8,1):"3 PRINT
 #### !prints #":"4 PRINT ##
### !crashes as  STRING-NUM
BER MISMATCH"
140 DISPLAY AT(11,1):"5 PRIN
T ###### !crashes as  SYNTAX
 ERROR"
150 DISPLAY AT(13,1):"6 PRIN
T ###### !prints ##":"7 PRIN
T ####### !prints ###":"8 PR
INT ######## !print ####"
160 DISPLAY AT(16,1):"9 PRIN
T ######## !prints ###":"10
PRINT ######### !crashes as
STRING-NUMBER MISMATCH"
170 DISPLAY AT(19,1):"11 PRI
NT ########## !crashes as SY
NTAX ERROR":"12 PRINT ######
#### !####"
180 DISPLAY AT(22,1):"13 PRI
NT ########## !#####":"14 P
RINT ############!######"
190 DISPLAY AT(24,1):"TRY IT
! LINE NO.(1-14)?" :: ACCEPT
 AT(24,25)VALIDATE(DIGIT)SIZ
E(2)BEEP:LN :: IF LN<1 OR LN
>14 THEN 190
200 CALL CLEAR :: ON LN GOSU
B 230,240,250,260,280,290,30
0,310,320,330,340,350,360,37
0
210 PRINT :;;;:"Press any ke
y"
220 CALL KEY(0,K,S):: IF S=0
 THEN 220 ELSE 110
230 PRINT "" :: RETURN
240 PRINT "#" :: RETURN
250 PRINT "##" :: RETURN
260 PRINT ""#"" !crashes as
STRING-NUMBER MISMATCH - the
 # is misinterpreted as a mu
ltiplier!Same with +,-,/
270 !with anything else, inc
luding numerals, crashes as
SYNTAX ERROR - but inserts a
 space before the character!
280 PRINT ""##"" :: !crashes
290 PRINT """""" :: RETURN
300 PRINT """#""" :: RETURN
310 PRINT """##""" :: RETURN
320 PRINT """""""" :: RETURN
330 PRINT """"#"""" !crash
340 PRINT """"##"""" !crash
350 PRINT "########## :: RETU
RN
360 PRINT """""#""""" :: RET
URN
370 PRINT """""##""""" :: RE
TURN
```

The method of closing an "ajar" file, described in Tips #28, doesn't always work, but this one seems to be reliable - .

```
100 ON ERROR 500 :: OPEN #1:
"DSK1.TEST" :: INPUT #1:A$ :
: PRINT A$ :: STOP
500 ON ERROR 510 :: CLOSE #1
510 INPUT "CHECK DISK AND DR
IVE, PRESS ANY KEY":DUMMY$ :
: RETURN 100
```

This one is just for the fun of it - it uses the contents of computer memory to create designs -

```
100 DISPLAY AT(3,10)ERASE AL
L:"COLORPEEK": :TAB(7);"by J
im Peterson": : :" Watch the
 computer's memory": :"displ
ayed in color."
110 DISPLAY AT(12,1):"Choose
": :"(1) plain colors": :"(2
) bars & checks": :"(3) patt
erns" :: ACCEPT AT(12,8)VALI
```

```
DATE("123")SIZE(1):@ :: CALL
 CLEAR :: IF @=1 THEN 170
120 DISPLAY AT(12,5):"wait,
please" :: IF @=3 THEN 140
130 FOR CH=32 TO 143 :: CALL
 CHAR(CH,RPT$("F0",8)):: NEX
T CH :: GOTO 160
140 RANDOMIZE :: FOR CH=32 T
O 88 :: FOR J=1 TO 4 :: X$=S
EG$("0018243C425A667E8199A5B
DC3DBE7FF",INT(16*RND+1)*2-1
,2):: B$=B$&X$ :: C$=X$&C$ :
: NEXT J :: CALL CHAR(CH,B$&
C$)
150 CALL CHAR(CH+55,B$&C$)::
 B$,C$="" :: NEXT CH
160 FOR SET=0 TO 14 :: CALL
COLOR(SET,SET+1,16-SET):: NE
XT SET :: CALL SCREEN(2):: G
OTO 180
170 FOR SET=0 TO 14 :: CALL
COLOR(SET,SET+2,SET+2):: NEX
T SET :: CALL SCREEN(16)
180 FOR J=-1 TO -2000 STEP -
1 :: CALL PEEK(J,A):: A=A-(A
<33)*(A+32):: A=A+(A>143)*(A
/2):: R=R+1+(R=24)*24 :: CAL
L HCHAR(R,1,A,32)
190 C=C+1+(C=32)*32 :: CALL
VCHAR(1,C,A,24):: NEXT J ::
GOTO 100
```

Unlike most of the number games played against the computer, you can win this one -

```
100 CALL CLEAR :: CALL SCREE
N(16):: DISPLAY AT(3,8):"THE
 '37' GAME" !by Jim Peterson
110 DISPLAY AT(5,1):" We wil
l take turns picking":"a num
ber from 1 to 5, but":"not t
he number that was just":"pi
cked."
120 DISPLAY AT(10,1):" The n
umbers we pick will be":"add
ed to the total count."
130 DISPLAY AT(13,1):" Whoev
er reaches 37 is the":"winne
r, but if you go over":"37 y
ou lose."
140 CALL SHOW(20,1,"Press an
y key to start")
150 CALL KEY(0,K,S):: IF S=0
 THEN 150
160 DATA 4,11,17,24,30,37
170 DATA 262,330,392,523,523
180 DATA 1047,784,659,523,52
3
190 C,P=0 :: CALL CLEAR :: C
ALL MAGNIFY(2):: R=10 :: FOR
 J=1 TO 5 :: CALL SPRITE(#J,
49+J,5,R,10):: R=R+30 :: NEX
T J
200 CALL SHOW(24,1,"(Y)ou or
 (C)omputer first?"):: ACCEP
T AT(24,28)VALIDATE("YC")SIZ
E(1):@$ :: DISPLAY AT(24,1):
""
210 IF @$="C" THEN CALL SHOW
(22,8,"I pick 4"):: CALL COL
OR(#4,1):: P=4 :: C=4 :: CAL
L SHOW(3,10,"COUNT=4")
220 CALL SHOW(20,8,"Pick you
r number"):: ACCEPT AT(20,26
)VALIDATE("12345"):N :: IF N
=P THEN 220
230 IF P>0 THEN CALL COLOR(#
P,5)
240 CALL COLOR(#N,1):: P=N :
: C=C+N :: CALL SHOW(3,10,"C
OUNT= "&STR$(C)):: IF C=37 T
HEN 320 ELSE IF C>37 THEN 34
0
250 RESTORE 160
260 READ X :: IF C<X THEN B=
X-C ELSE IF X<37 THEN 260
270 CALL SHOW(22,8,"I'm thin
king..."):: FOR Y=1 TO 700 :
: NEXT Y
280 IF B>5 AND B/2=INT(B/2)T
HEN B=B/2
290 IF B>5 OR B=P THEN B=1-(
P=1)
300 CALL SHOW(22,8,"I pick "
&STR$(B)):: CALL COLOR(#P,5)
:: CALL COLOR(#B,1):: P=B ::
 C=C+B :: CALL SHOW(3,10,"CO
UNT= "&STR$(C))
310 IF C=37 THEN 340 ELSE IF
 C>37 THEN 320 ELSE 220
320 RESTORE 170 :: FOR J=1 T
O 5 :: READ F :: CALL SOUND(
100,F,5,F*1.03,5):: NEXT J :
: CALL SHOW(12,8,"YOU WIN!")
330 CALL SHOW(15,8,"Play aga
in? (Y/N)"):: ACCEPT AT(15,2
6)VALIDATE("YN"):@$ :: IF @$
="N" THEN STOP ELSE 190
340 RESTORE 180 :: FOR J=1 T
O 5 :: READ F :: CALL SOUND(
300,30000,30,30000,30,F,30,-
4,5):: NEXT J :: CALL SHOW(1
2,8,"YOU LOSE!"):: GOTO 330
350 SUB SHOW(R,C,T$):: FOR J
=1 TO 10 :: DISPLAY AT(R,C):
" " :: DISPLAY AT(R,C):T$ ::
 NEXT J :: SUBEND
```

A couple more peculiarities of the computer -

```
100 DISPLAY AT(3,8)ERASE ALL
:"POS PUZZLE #1": :"       f
rom Tigercub"
110 DISPLAY AT(9,1):"Why doe
s the computer say":"that X=
1 if you answer the":"prompt
 with the Enter key":"(null-
string) ?"
120 DISPLAY AT(14,1):"110 IN
PUT M$"
130 DISPLAY AT(15,1):"120 X=
POS(""TESTING"",M$,1)::":"PR
INT X :: GOTO 100"
140 !POS PUZZLE #1 - why doe
s the computer say that X=1
if you answer the prompt wit
h Enter (null-string) ?
 - Jim Peterson
150 INPUT M$
160 X=POS("TESTING",M$,1)::
PRINT X :: GOTO 140
```

And -

```
100 DISPLAY AT(3,8)ERASE ALL
:"POS PUZZLE #2": :"       f
rom Tigercub"
110 DISPLAY AT(7,1):"Why doe
s the computer say":"that th
e first position of":"null-s
tring is at whatever":"posit
ion it is told to start":"se
arch at?"
120 DISPLAY AT(13,1):"100 M$
=""""""
130 DISPLAY AT(14,1):"110 DI
SPLAY AT(20,1):""POS?"" :: A
CCEPT AT(20,6):P"
140 DISPLAY AT(16,1):"120 X=
POS(""TESTING"",M$,P):: DISP
LAY AT(22,1):""X="";X :: GOT
O 110"
150 M$=""
160 DISPLAY AT(21,1):"POS?"
:: ACCEPT AT(21,6):P
170 X=POS("TESTING",M$,P)::
DISPLAY AT(23,1):"X=";X :: G
OTO 160
```

Here is an improvement to the PRINTSPEAKER in Tips #40 - in lines 130 and 160, change the CHR$(1)&"1" to CHR$(3)&"255" . This will avoid problems if the program being converted opens FILE #1.

Irwin Hott informs me that assembly routines which have been imbedded into XBasic programs, using ALSAVE or SYSTEX, can be saved to cassette and reloaded. This could be very useful for those who have a stand-alone or "matchbox" 32k.

And, a mini-game for you to have fun with or improve on -

```
1 !      2-LINE GAME
       by Jim Peterson
- use S&D keys to paint the
white line on the highway
2 !if it is too easy, change
the 6 in A$=RPT$(CHR$(143),6
) to 5 and the 5 in C>T+5 to
 4
100 CALL CLEAR :: A$=RPT$(CH
R$(143),6):: CALL COLOR(14,2
,2,2,16,16):: CALL SCREEN(4)
:: T=11 :: C=14 :: CALL HCHA
R(22,C+2,42):: RANDOMIZE
110 T=T+INT(3*RND-1)+(T=21)-
(T=1):: PRINT TAB(T);A$ :: C
ALL KEY(3,K,S):: C=C+(K=83)-
(K=68):: CALL HCHAR(22,C+2,4
2):: IF C<T OR C>T+5 THEN ST
OP ELSE 110
```

And finally, one of the best examples of compact programming I have ever seen -

```
1 !JOHN WITTE'S 3-LINE VERSI
ON OF JOHN WILLFORTH'S WAVE
POWER - PUBLISHED IN GREATER
 OMAHA UG NEWSLETTER
100 CALL CLEAR :: A$(1)="ABC
DEFGFEDCBA" :: FOR I=1 TO 7
:: CALL CHAR(72-I,RPT$("0",2
*I-2)&"FFFF",47,"30303EFF7F3
E1E04"):: A$(I+1)=SEG$(A$(I)
,2,12)&SEG$(A$(I),2,1):: NEX
T I
110 CALL SPRITE(#5,47,2,180,
180,-23,0,#6,47,2,80,100,-23
,0):: CALL MAGNIFY(2)
120 FOR I=1 TO 12 :: PRINT A
$(I+(I)>7)*2*(I-7))&A$(1+I+(I
>6)*2*(I-6)):: NEXT I :: GOT
O 120
```

Memory full
Jim Peterson

Review of the Real TI/IBM Connection from CorComp.
Price $59.95

(Download from Spirit of 99 Bulletin Board)

Hardware required: CorComp Disk Controller, 32K, and 2 360K Disk Drives.

This piece of Cartridge Software will allow you to pass ASCII files back and forth from an MS-DOS environment to the TI 99/4A envirnment and from the 4A to the MS-DOS Computer. Now you can bring disks home from work with Text files and literally work with them on the 4A, and transport the data back and forth. The claim by CorComp is a "REAL TI to IBM Connection". So lets see how real it is.

The best way is to compare it to another product on the market. Specifically the one from Triton. Triton's is a cable connection and a set of instructions on how to set up the terminal settings between the MS-DOS and 4A computers. So, Basicly they have to be fairly close to each other to transfer the data. With Triton's cable, files can be transferred at speeds up to 9600 baud. Altho, I was only able to use 2400 baud. Anything over that dropped or lost characters. Whichever I do not know. AND there is only one MS-DOS Comm program that will transfer files BACK to the 4A, Crosstalk. A rather expensive commercial program. So, we have a very efficient and fairly fast method of taking your TI-Writer and Multiplan files and importing them to MS-DOS. But, what If you wanted to take a Wordstar text file, or a Lotus 123 spreadsheet file home from work, or even if you had the computers in the same room and wanted to import them to the 4A. Well, up to now it was almost impossible or not worth the effort.

This is where the TI/IBM Connection can come into play! You simply save the files from the respective system to a disk initialized by same system. Then place the MS-DOS disk in drive 1 and the 4A disk in drive 2. Bring up the Cartridge program and manipulate both disks using the standard file commands that are used in the CC Disk Manager. Rename, Copy, Delete and Protect and Unprotect is what are available. When passing files to the MS-DOS disk the first 8 characters are truncated and a file extension space is available. The entire process is by no means speedy. The program uses the 32K memory space for a buffer, so it has to write to buffer and write to disk for each separate file. But, it works. Thus you may have noticed one limitaion. File size is limited to 23K. Not a problem on the 4A, but could be for long text files in MS-DOS. They would have to be broken down to accomodate the Program. Another "Minor problem" I encountered was that MS-DOS does not allow certain characters in file names. Such as "/\ :;=+" and possibly some others. MS-DOS manuals have a list of them. Keep this in mind. We, in the 4A world, seem to love using these characters. Other than these two minor quirks. The program did what it was supposed to do. One other minor missing item is a Move command.

The manual tho small is adequate. It explains each command and even gives a short explanation on how to use DBASE III and Mutiplan files. It also warns about some Word Processors use their own type of coding to save the files, which will not transfer correctly. It also STIPULATES this Software will ONLY pass Straight ASCII text. Nothing else!

As to value, this program does what no other can so far. Is the price too high? Probably not. For the man hours that went into this project, the cost is reasonable. Remember, this program ACTUALLY reads and writes to an IBM disk using the existing 4A hardware. Not something to dismiss lightly! BUT, I also feel it is over priced for the TI Market. Obviously I have mixed feelings on this.

And one last point, this program will not work in the Gramkracker. The program does work, but when you access the TI disk catalog portion. The VDP goes out to lunch! The only way out of this is reboot. The author says this was not purposely done. I won't make any comment.

WHY I ENJOY READING OTHER USER GROUP'S NEWSLETTERS!

By John Parkins

There is so very much that can be learned from others and there is no end or limit to this process. All you have to do is look! Browsing through back issues one can find most anything.

September 1987 Front Ranger's article by Joe Nuvolini explains that Steve Paterson of New Horizons had purchased a disk from Genial Traveler, (Barry Traver's Diskazine), and got a very useful tip to use with an XB program in memory. With it, when you try to list your program you get the "warning no program present" message. Has that ever happened to you? This he explained is obtained by loading 255,0,255,0 into address -31952. He tells you how this is done. Load an XB program into your console and ENTER CALL PEEK(-31952,A,B,C,D) then two colons :: and then type PRINT A,B,C,D. Note and remember or write down the values of the A,B,C, and D. Next ENTER CALL LOAD(-31952,255,0,255,0). If you try to list the program you will get the No program message. If you type in CALL LOAD(-31952,A,B,C,D) again and replace or insert the values you noted before instead of A,B,C and D you will find that you can now list it again. This can be both interesting and fun if you try it!

How did he use it? That was what caught my eye. On his RAMDISK no less, the one that has John A. Johnson's Menu Program on it, (what a beauty it is). He wanted a fast way to access XB without selecting Option C and having the system try to access drive one. (This is a must if you don't have a Gram Kracker with Danny Michaels updated version of Extended Basic that bypasses the access to drive one). This Super Extended Basic Cartridge can be purchased by itself also from TRITON which contains 33 new and 6 modified commands for $59.95. I do consider this one a must for anyone, really. Well anyway, he wrote a one liner like;

100 CALL INIT :: CALL LOAD(-31952,255,0,255,0), and saved it to his RAMDISK, and put it as Option 9 on the menu as Extended Basic. When selected, it runs the one liner and clears the memory and all without trying to access the drive or type in New and he is ready to start programming. All very neat, really.

Joe's article also goes on to tell you how you can also delete lines from the end or beginning of the program in a similar manner.

Thanks to both Steve Patterson and Joe Nuvolini for this one.

Another good one that many of you may have forgotten as I myself had was noted by Joe in another article concerning forgetfulness. Have you ever looked at your disks and noted many programs listed on the jacket or printout, but, you couldn't remember whether they were XBasic or E/A programs, or perhaps you may never have known? Well instead of trying them this way or that, just pop them into your Funnlweb EDITOR and enter SD for Show Directory. After the directory is displayed, press FCTN = and the program will read the disk directory and tell you if a program is XB or E/A. Thanks again Joe!

You may or may not appreciate these as much as I did but, if some of you are helped, then I'm happy.
JP

(EDITOR NOTE: Need a cable for your TI? READ ON! THANKS DICK)

A PUBLIC LETTER to Jack Sughrue

Dear Jack,

Whoooole, FUNLPLUS! is working! When I first obtained it and plugged it in, I got all sorts of mishmash. After *two letters and a long-distance phone call(remember?), we figured out that it would not run 'as is' on my TI printer (made by Epson), but I admired your theory so much, I was gonna refigure all the TL commands to match my printer. Then my printer stopped working! After getting a bid for $150 "that might not solve"* the problem, I purchased a Panasonic 1091i, also made by Epson. A newer version of their old 1091. Incidentally I was torn between one of the new twenty-four pin printers and the old-fashioned 9 pin printers, but the price was the determining factor after all.

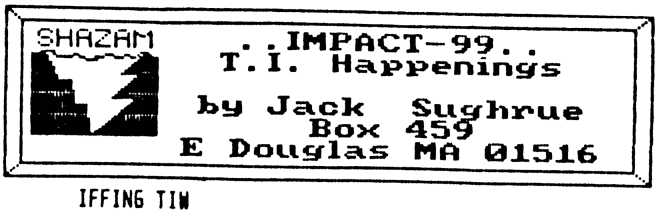
Anyway, I quit working on converting FUNLPLUS until I got my new printer on line and running. That turned into no small job. The store that sold me the 1091i tried (taking over a month) three different cable manufacturing companies to have a cable made for my system. The fact that the 99/4A is an orphan stopped them all! I even offered them the wiring schematic etc., but none of them could do it. I made several long-distance calls to New York, Mass., and Texas before I found a company in Austin, Texas (called DATA DOC) that assured me there was no problem, but I would have to order the cable through their local distributor here in San Francisco, which I did, giving them the part number as relayed to me on my long-distance phone call. They told me it would take seven to ten working days to get the cable. After not hearing from them within twelve working days, I called again. Would you believe they could not find the order and we would have to re-order. The salesman was slightly embarrassed as he remembered well our previous conversation and my ordering of the cable. So, we re-ordered the cable which looked as if fate did not want me to have. Eventually it arrived and I plugged it in. It worked!

Now to try FUNLPLUS!, and believe it or not, it works also!!! Hooray, I didn't have to do all that experimenting and trying, to be able to utilize your fantastic FUNLPLUS! Now all I gotta do, is learn all the intricacies, in-and-outs, advantages, and goodies of FUNLPLUS!.

The moral to all this is: (1)not all Epson-made printers are the same, and (2) DATA DOC is a good company for all 99ers to know about. They claim they can produce any cables for the 99/4A. Their address is 4903 Commercial Park Drive, Austin, TX 78724. Their phone number is 1-800)DATA DOC (or 328-2362). You will first get to talk to Sherry White, and that southern accent is a real pleasure for this ol' Texas boy to hear.

Sincerely,

Dick Altman



IFFING TIW

To what state have we arrived, jargonwise, when such a title as IFFING TIW has some meaning?

If you use T.I. WRITER or any of its improved versions (T.K. WRITER, B.A. WRITER, or - by far the most superior - FUNNELWEB), you may have become familiar with the Include File structure. This Include-Filing process (known as IFfing) allows some extraordinary things to happen to your word processor. It automatically brings up a file into your text that will let you access, simply, some very complex things.

Like what?

Well, say you'd like to have a term-paper style format (centered heading, right justification, wide margins, double spacing, along with an active transliteration key to underline, double strike, super/sub script and so on at will WITHIN YOUR DOCUMENT AND OPERATED FROM KEY PRESSES!), then IFfing will give it to you. Then lets say that part way through this term paper you need a large indentation and condensed type to offset that piece from the rest of the paper. And then go back to the original structure. IFfing does that by just adding a few characters before the offset piece and a few characters to return it, right in the text as you are typing.

Or say you have a series of sections to a long piece of writing: a novel perhaps. You have six chapter written, you want to load up the disk and print all six chapters saved under different filenames. With the flick of an IFfing switch you can print them ALL while you're off having dinner or taking your dog to the cheese factory. When you return your novel (to this stage) is printed out. That's IFfing.

First, you must build a file to be IFfed. Ninth easiest thing in the world. (We'll discuss the other eight in another column some time, but I will mention that breathing is Number One. So you can see the competition.)

```
> .FI;AD;LM 4;RM 75;IN +3
> .TL 1:27,52
> .TL 2:27,53
> .TL 3:27,83,0
> .TL 4:27,83,1
> .TL 5:27,84
> .TL 6:27,66,3
> .TL 7:18
> .TL 8:27,87,1
> .TL 9:27,87,0
> .TL 19:27,66,2
> .TL 20:18
> .CO 0:27,64
> .TL 12:7
> .TL 21:27,45,1
> .TL 22:27,45,0
> .TL 15:27,71
> .TL 16:27,72
> .TL 17:27,69
> .TL 18:27,70
```

Above, for example, is a code template I use in the FUNLPLUS! companion disk I wrote and edited for the Fairware market. As template codes go it is fairly simple. The first line FIlls, ADjusts (for right justification), Left Margins (in 4), Right Margins (in 75), and INdents (3 in from ANY Left Margin I establish during my document). This, I would assume, would be a reasonable standard for most text. I could have added (and DID on other templates) double spacing, automatic page numbering, a pre-designed HEader, or many other things. The template above is primarily to activate the TL key. After this template is SAVEd as a file (Do not type in the > sign. Begin each line with the period.), it is best to keep that tiny file on your main FUNNELWEB (or whatever) disk under a quick title. I refer to it as C3 because it is the third template I created. C2, for example, will automatically let me type out in condensed at 132 columns wide with all the TL keys intact. C4 will give me the term-paper structure I mentioned above. C1 is strict TL. My margins and indents will be my own problem. And so on.

Okay. Let's say you've typed in and SAVEd that exact file under the filename C3 on your FUNNELWEB on DSK1.

Now, whenever you load your wordprocessor and the cursor awaits your initial command, type T <ENTER>. Then put an L on 1, and I on 5, and an R on 38. This will set your screen margins within the width of the screen and will automatically create an indentation at the start of each paragraph. You'll be able to read everything ON your screen - no more windowing.

Next, press FCTN/0. This will rid the screen of line numbers and let you view your literary masterpiece unfettered.

Now your cursor is sitting in the upper left corner of your screen rarin' to go. Type the following without the parentheses: (.IF DSK1.C3) and press ENTER.

Type whatever text you want, viewing it perfectly on your screen. Feel free to use the TL keys to underline, enlarge, condense, doublestrike, superscript, italicize, letter quality, elite, whatever, whenever you wish.

The code is sitting there to automatically FORMAT this text into the original FIll/ADjust etc. you wanted. And, even though the template is tiny, you have the most extraordinary other things built in.

The TL chart is mnemonic. I built it that way when I first began to us the TL key in 1981 to help myself

remember. It has been very easy, very faithful.

With that C3 sitting in DSK1., all you do to automatically call up any of this stuff is type the following: CTRL/U, SHIFT/n, CTRL/U. n is the letter that turns ON the desired printer code. The following ALPHABETICAL letter, using the same CTRL/U, SHIFT/n, CTRL/U will turn off the code.

An example would be if you wanted some words doublestruck for emphasis. You would type along regularly. Then when you came to the word or words you wanted doublestruck you would type CTRL/U, SHIFT/O, CTRL/U. Then type all the things you want in dark type. Then type CTRL/U, SHIFT/P, CTRL/U. That will shut it off, and you can go on typing to your heart's content. If O turns it on, P turns it off. Italics is turned ON by A, so B turns it off. Underlined is turned on by U, so V turns it off. If you wanted some words underlined and doublestuck and in italics with the above template, you would type CTRL/U, SHIFT/UOA, CTRL/U. To turn this batch off type CTRL/U, SHIFT/VPB, CTRL/U.

Neat, eh?

(At the end of this article is the complete mnemonic code Quick Reference Chart for the FUNLPLUS! Template C3 shown above.)

(The TL key, by the way, can do MUCH, MUCH more than just activate printer codes in this way. But that will have to be another column.)

Now back to our text. You've type all you wanted (let's say a two-page letter) and you're ready to print. Type SF. Type DSK2.WHATEVER. After the file is SAVEd to another disk, go back to the Command line (FCTN/9) and type Q <ENTER> and E <ENTER>. If you are using FUNNELWEB you are back to the menu. Type 2 (FORMATTER). When the file comes up it'll say DSK2.WHATEVER. Turn on your printer. Press the keys all the way down and watch your printer PRINT out full-width, right-justified, fully-coded text!

But what if you wanted to print lots of files? There are lots of ways of doing this. Whatever is convenient for you.

I took the C3 template above and added the following for a special projet:

```
>.HE Poetry Book:THE LINK by Jack Sughrue
>.FO Page %
>.IF DSK2.THE/LINK1
>.IF DSK2.THE/LINK2
>.IF DSK2.THE/LINK3
>.IF DSK2.THE/LINK4,
```

This printed out each file of my book after first going back to DSK1.C3 to see what was expected of the FORMATTER. But it would go to DSK2 to get each file itself.

I could even add

```
>.IF DSK3.THE/LINK5
>.IF DSK1.LAST/POEM
>.IF DSK.BOOK.CREDITS
```

if I wanted to, becasue the original IFfer will sort it all out for me. If one file is on DSK3 and another on DSK1 and another in ANY drive as long as the disk name is BOOK, it will find the file and PRINT it out.

Isn't that extraordinary?

With IFfing you can expand the horizons of your FUNNELWEB (or whatever TIW processor you're using) to exciting new dimensions. I have used the IFfing so much over the years, I have even created LF templates that make the LOADing even faster. I have a file called 2, for example, that automatically loads up the C2 code and the first few lines including condensed FORMAT codes which can't be replicated in this article. But you could actually create the following file and call it 3 (because it will draw up C3) in the automatic process:

```
>.IF DSK1.C3
>.CE 4
FUNLPLUS! v. 4.4
^^^^^^^^^^^^^^^^^
by Jack Sughrue
^^^^^^^^^^^^^^^^^
```

This automatically loads the IF and CEnters the next four lines which act as a quick heading for letters about Version 4.4. From there I can type the notes or comments or letters or article and SAVE it by its new name. When I print it out, it will call up C3 and PRINT out all my text within the C3 structure. This is great because you are automatically at the Command Mode when you enter FUNNELWEB. Just typing DSK1.3 loads up everything shown above AND the Tabs I had previously set. Thus, no more TABbing; no more typing the IF info, no more setting up the text structure. It's all in one number - 3. And all the FORMATting code is in C3. Beautiful.

I don't know of another wordprocessor that allows such wonderful flexibility and speed.

Though this would be even greater with a Horizon RAMdisk or with DSDD drives, all my system has is two SSSD drives, and it sure is easy and fun.

[One final note: Rembember that on all the coding above you remove the > marks when you type in the FORMATting files.]

USING THE FUNLPLUS NEW/CODES

QUICK REFERENCE CHART

Mnemonic TL Structure for IFfing *TI Writer* by Jack Sughrue

A - *is ITALICS on: it A lics*
B - is itAlics off

C - is SUPERSCRIPTED ON: supers C ripted
D - is SUBSCRIPTED on: subscripte D
E - is superC and subD off

F - is CONDENSED FINE on: condensed F ine
G - is condensed Fine off

H - HIGH ENLARGED on: H igh enlarged
I - is High enlarged off

J L M aren't used in this way AS THEY ARE BUILT INTO THE T.I.W. (J is an auto line feed; L turns on the processor bell tone at that given point in the text; M is an auto carriage return: K and N aren't used in this template.)

O - is DOUBLESTRIKE on: d O ublstrike
P - is dOublestrike off

Q - is LETTER QUALITY on: letter Q uality
R - is letter Quality off

S - is STANDARD ELITE on: S tandard elite
T - is Standard elite off

U - is UNDERLINE SOLID on: U nderline solid
V - is Underline solid off

You can even combine things like:
Italics enlarged and underlined.
Or pretty nearly any combination you'd like.

(CONTROL/U, SHIFT/_, CONTROL/U turns on and off the above printer codes. A letter should be on the SHIFT/_ [A:on italics; B:off, etc.]. Whatever SHIFTed letter turns on code, next alphabetical letter turns it off.)

GETTING THE MOST FROM YOUR CASSETTE SYSTEM
BY MICKEY SCHMITT
NUMBER 2
LOADING AND SAVING PROGRAMS

WHILE LOADING AND SAVING PROGRAMS WITH THE USE OF A CASSETTE RECORDER IS NOT A DIFFICULT PROCESS IN ITSELF - READING AND UNDERSTANDING THE INSTRUCTIONS FOR THE VERY FIRST TIME CAN BE QUITE CONFUSING. WITH THAT THOUGHT IN MIND, I HAVE TRIED TO KEEP THE INSTRUCTIONS AS SIMPLE AS POSSIBLE.

INSTRUCTIONS FOR LOADING PROGRAMS:

1. TYPE: OLD CS1
2. THEN: PRESS ENTER
3. FOLLOW THE DIRECTIONS AS THEY APPEAR ON YOUR MONITOR OR TV SCREEN:
    - 3.1 * REWIND CASSETTE TAPE CS1
      THEN PRESS ENTER
    - 3.2 * PRESS CASSETTE PLAY CS1
      THEN PRESS ENTER
    - 3.3 COMPUTER DISPLAYS MESSAGE
      * READING
    - 3.4 COMPUTER DISPLAYS MESSAGE
      * DATA OK
    - 3.5 * PRESS CASSETTE STOP CS1
      THEN PRESS ENTER
4. WAIT FOR THE FLASHING CURSOR TO APPEAR IN THE LOWER LEFT-HAND CORNER OF YOUR MONITOR OR TV SCREEN
5. TYPE: RUN
6. THEN: PRESS ENTER

INSTRUCTIONS FOR SAVING PROGRAMS:

1. TYPE: SAVE CS1
2. THEN PRESS ENTER
3. FOLLOW THE DIRECTIONS AS THEY APPEAR ON YOUR MONITOR OR TV SCREEN:
    - 3.1 * REWIND CASSETTE TAPE CS1
      THEN PRESS ENTER
    - 3.2 * PRESS CASSETTE RECORD CS1
      THEN PRESS ENTER
    - 3.3 COMPUTER DISPLAYS MESSAGE
      * RECORDING
    - 3.4 * PRESS CASSETTE STOP CS1
      THEN PRESS ENTER
4. YOUR PROGRAM IS NOW SAVED - BUT YOU SHOULD GET INTO THE HABIT OF CHECKING ALL YOUR PROGRAMS TO BE SURE THAT THEY WERE SAVED WITHOUT ERROR.
5. CONTINUE TO FOLLOW THE DIRECTIONS AS THEY APPEAR ON YOUR MONITOR OT TV SCREEN:
    - 5.1 COMPUTER DISPLAYS MESSAGE
      * CHECK TAPE (Y OR N)?
    - 5.2 TYPE: Y
    - 5.3 THEN PRESS ENTER
    - 5.4 * REWIND CASSETTE TAPE CS1
      THEN PRESS ENTER
    - 5.5 * PRESS CASSETTE PLAY CS1
      THEN PRESS ENTER
    - 5.6 COMPUTER DISPLAYS MESSAGE
      * CHECKING
    - 5.7 COMPUTER DISPLAYS MESSAGE
      * DATA OK
6. YOUR PROGRAM IS NOW SAVED - SAFELY AND WITHOUT ERROR. THAT'S IT. NEXT MONTH'S TOPIC WILL BE KEEPING YOUR CASSETTE TAPES AND PROGRAMS ORGANIZED

(Ed. note: This is the 2nd of a series of articles to be presented monthly in this newsletter. Thanks to West Penn 99er's Club.)

T. I. WRITER

(PART 2)

BY STAN KATZMAN

(A series of articles to be presented in the Spirit of 99 Newsletter in the months to come. Permission to publish has been granted by John Willforth, Editor of the West Penn 99'ers Club.)

ERRORS. This part is about error corrections. I don't know about you, but I am one of the worlds worst typist. On a normal typewriter, I make so many typing errors it is pathetic. The ability to correct errors before the text is put to paper is one of the greatest assests of word processing. So let's talk about some of the ways to correct errors.

If you are typing along in T.I. Writer and you see that you entered the wrong letter just use FCTN S (<--) and retype the correct letter. That's easy enough.

Sometimes you will notice an entire word misspelled. Just take the cursor back to the word and type over it correctly.

Sometimes you will leave out a letter or letters in a word or even a word or words in a sentence. This correction is a little more complicated but easy enough. Place the cursor ONE space AFTER the place you want to start and then press FCTN 2 (Insert Character). You will see the line split and then you can type in your correction. (If you are typing in a new word, be sure to put a space on either side of the new word). Now you want everything closed up again and back to normal. You do this by pressing CTRL 2 (Reformat). This will put eveything in order. Reformat is very handy for adding words, phrases and even sentences. Try it out, you will find it very convenient.

Sometimes you will not like a line of text. To corect this, just press FCTN 3 (Delete Line) and the entire line will be erased.

Another more complicated method of correcting errors or making changes is with the SearcH directive in Command Mode. To do this, go to the Command Mode (FCTN 9) and press SH and then ENTER. You will now see "FindString or ReplaceString". Let us now press RS and ENTER and you will now see "REPLACE enter/old string/new string/:". Let us say you misspelled Brown as Brawn. To correct this : enter "/Brawn/Brown/" and press ENTER. The cursor will then stop at the first onstance of "Brawn" and you will see "REPLACE STRING (Yes,No,All,Stop)? If you want this word replaced with "Brown" press Y and the cursor will go to the next instance and repeat as above. If you want all instances of "Brawn" replaced with "Brown" press A. The rest of the directives, No and Stop are self explanatory.

T.I. Writer has what is known as a Screen Editor. Which means that any mistake can be corrected anywhere on the screen. Just get the cursor on the error anywhere on the screen and make the appropriate correction. There are word processors that are only line editors. Which means that you can only correct one line at a time on the screen. I feel that a screen editor is more convenient.

Try these processes to correct errors and more next time.

???
A CHRISTMAS CARD IN NOVEMBER
???

(ED. Note: Do you want to get your Christmas card ready early this year? To print the card on this page you will need Ex Basic, 32K memory, Disk, and a Gemini or Star SG 10 printer. You may type in the printed program that follows or download the program from the Spirit of 99 Bulletin Board. Please support Barb & ED Will as they are the fairware authors of this program).

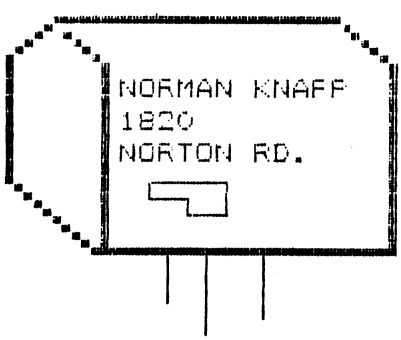
MERRY CHRISTMAS

AND

HAPPY NEW YEAR

FROM

OUR HOUSE TO YOURS



MERRY CHRISTMAS
FROM ALL

```
100 ! CHRISTMAS CARD
110 ! REQUIRES EXT BASIC, 32
K MEMORY, DISK & GEMINI 10X
120 ! BARB & ED WILL
130 ! ST. CHARLES, MO. 63303
140 ! DECEMBER 1984
150 DISPLAY AT(1,1)ERASE ALL
:"CHRISTMAS CARDS SET-UP": :
"CREATE ADDRESS FILE"
160 OPEN #3:"DSK1.ADDRESS",O
UTPUT,FIXED 14
170 GOTO 1610 ! CREATE ADDRE
SS FILE
180 DISPLAY AT(1,1)ERASE ALL
:"NOW ENTER THE TWO LINES TO
  APPEAR AT THE BOTTOM CLOSI
NGOF THE CARD. .16 CHARACTER
S ON FIRST & 10 ON SECOND"
190 DISPLAY AT(5,1):"ENTER F
IRST LINE OF CLOSING" :: ACC
EPT AT(6,1)SIZE(16)BEEP:CLOS
E1$
200 DISPLAY AT(8,1):"ENTER S
ECOND LINE" :: ACCEPT AT(9,1
)SIZE(10)BEEP:CLOSE2$ :: DIS
PLAY AT(11,1):"ALIGN PAPER T
O TOP OF PAGE"
210 DISPLAY AT(12,1):"READY
TO BEGIN PRINTING? Y" :: ACC
EPT AT(12,26)SIZE(-1)VALIDAT
E("YNyn")BEEP:S$
220 IF S$="N" OR S$="n" THEN
 STOP ELSE DISPLAY AT(14,1):
"CHRISTMAS CARDS PROCESSING"
230 OPEN #2:"DSK1.ADDRESS",I
NPUT ,FIXED 14
240 OPEN #1:"PIO",VARIABLE 2
55
250 RESTORE 630 :: CARD=CARD
+1 :: DISPLAY AT(16,1):"THIS
 IS CARD NO. ";CARD :: CALL
SOUND(250,440,0)
260 FOR ZZ=1 TO 8 :: PRINT #
1 :: NEXT ZZ
270 IF EOF(2)THEN PRINT "MER
RY CHRISTMAS" :: STOP
280 PRINT #1:CHR$(27);"@";CH
R$(27);"A";CHR$(7)
290 PRINT #1:CHR$(27);CHR$(7
7);CHR$(10)
300 READ N :: IF N=0 THEN 41
0
310 PRINT #1:CHR$(27);"L";CH
R$(2*N);CHR$(0);
320 FOR G=1 TO N
330 READ X
340 IF X>=0 THEN PRINT #1:CH
R$(X);CHR$(X);:: GOTO 390
350 G=G-X-1
360 READ Y
370 FOR I=1 TO ABS(X):: PRIN
T #1:CHR$(Y);CHR$(Y);
380 NEXT I
390 NEXT G
400 PRINT #1:" " :: GOTO 300
410 ! MAILBOX
420 PRINT #1:CHR$(27);"@";CH
R$(27);CHR$(87);CHR$(1)
430 FOR ZZ=1 TO 12 :: PRINT
#1 :: NEXT ZZ
440 RESTORE 1350 :: FOR I=1
TO 5 :: READ MS$(I):: PRINT
#1:TAB(18);MS$(I):: PRINT #1
 :: NEXT I
450 RESTORE 1400
460 PRINT #1:CHR$(27);"@";CH
R$(27);CHR$(65);CHR$(6);CHR$
(27);CHR$(85);CHR$(1);
470 READ N :: IF N=0 THEN 57
0 :: PRINT #1:TAB(5);
480 FOR G=1 TO N :: READ X :
: IF X>=1 THEN PRINT #1:CHR$
(X);:: GOTO 550
490 IF X<0 THEN 520
500 LINPUT #2:A$ :: FOR Q=1
TO 14 :: AA$=SEG$(A$,Q,1)::
B=ASC(AA$):: PRINT #1:CHR$(B
);:: NEXT Q
510 GOTO 550
520 G=G-X-1
530 READ Y :: FOR I=1 TO ABS
(X):: PRINT #1:CHR$(Y);
540 NEXT I
550 NEXT G
560 PRINT #1:"" :: GOTO 470
570 ! CLOSING
580 PRINT #1:CHR$(27);"@";CH
R$(27);CHR$(52);CHR$(27);CHR
$(87);CHR$(1)
590 PRINT #1:TAB(23);CLOSE1$
600 PRINT #1:TAB(26);CLOSE2$
610 FOR ZZ=1 TO 8 :: PRINT #
1 :: NEXT ZZ
620 GOTO 250
630 ! FIRST LINE
640 DATA 118,-8,0,4,6,-4,4,8
,48,18,-4,10,12,18,20,56,48,
192,222,56,52,10,8,12,-2,2,-
7,0,-8,192
650 DATA -2,254,-4,0,-2,192,
-2,254,-2,192,-4,0,240,254,3
0,-4,2,14,254,240,-2,0,-2,25
4,-2,0,-2,6
660 DATA -2,0,-2,254,-4,0,-2
,2,4,36,56,34,-2,38,40,48,46
,-2,48,208,206,56,52,20,18,3
2,48,76,-4,2
670 ! LINE 2
680 DATA 117,-7,0,12,52,196,
8,40,72,76,132,142,48,32,-3,
64,96,128,-3,0,48,208,-2,16,
140,66,-2,36
690 DATA 148,-2,132,250,6,-1
1,0,-2,254,-4,0,-2,6,-2,254,
-2,6,-5,0,192,240,248,-2,198
,184,240
700 DATA 192,-3,0,-2,254,56,
240,-2,192,240,56,-2,254,-3,
0,128,78,114,-2,4,136,8,56,6
4,-3,128,-2,0
710 DATA 64,192,-2,64,36,28,
132,68,4,2,122,198
720 ! LINE 3
730 DATA 56,-37,0,-2,2,-2,4,
-2,8,-2,16,48,-2,16,-4,8,-2,
4,-2,2
740 ! LINE 4
750 DATA 117,-27,0,2,-2,4,8,
-2,16,32,64,-2,128,-6,0,-2,8
,-4,4,-2,2,-5,0,-2,128,-2,64
,-2,32,-2,16
760 DATA 8,4,2,-25,0,2,4,8,1
6,18,38,-6,78,36,-2,32,-4,16
,-3,8,-2,4,2
770 ! LINE 5
780 DATA 127,-19,0,2,-2,4,8,
16,36,76,156,28,-4,60,36,-2,
48,32,-4,0,-3,64,-2,32,-4,16
,-2,8,-2,132
790 DATA -2,66,-2,32,0,2,4,-
2,8,-2,16,-2,32,48,200,70,-3
,64,66,70,68,-3,72,80,-2,48,
-4,16,-2,8,12
800 DATA 20,34,66,128,0,32,9
6,-4,224,-2,192,128,0,2,4,-2
,8,-2,0,-2,2,4,-5,0,-2,128,-
2,64
810 DATA 32,16,8,4,-2,2
820 ! LINE 6
830 DATA 125,-19,0,-12,128,-
5,64,-4,32,-3,16,-3,8,-3,4,-
3,2,0,2,12,16,96,128,-10,0,2
,132
840 DATA 68,136,16,2,-2,4,8,
-2,16,-5,0,2,-2,4,-2,8,-2,16
,160,96,32,16,2,4,8,16,34,76
,80,140
850 DATA 12,16,32,-2,64,128,
-4,0,2,4,-2,8,-2,16,-2,32,-2
,64,-2,128
860 ! LINE 7
870 DATA 113,-51,0,2,156,224
,-9,0,4,24,32,64,128,8,16,32
,64,128,-3,0,2,4,12,20,36,-2
```

```
,66,132
880 DATA -4,4,-6,2,-2,0,6,24
,96,134,30,14,2,128,96,16,8,
-2,20,34,-2,64,128
890 ! LINE 8
900 DATA 121,-23,0,2,-2,4,-2
,8,14,-3,8,14,-2,8,6,-2,0,-2
,2,-2,4,-2,0,-5,0,6,122,132,
-2,8,-3,16
910 DATA 14,16,-4,32,24,-2,3
2,64,32,16,12,16,32,-3,64,12
6,128,-16,0,6,152,96,128,32,
112,248
920 DATA 252,248,240,224,64,
-5,0,128,64,-2,32,-2,16,8,-2
,4,-2,2
930 ! LINE 9
940 DATA 124,-16,0,6,8,16,32
,-2,64,128,0,-2,4,2,130,-3,2
,132,4,8,112,128,0,240,12,2,
-4,0,-2,128
950 DATA -3,64,192,32,24,4,2
,-3,0,224,16,8,4,-3,2,-5,0,-
2,2,-2,4,24,226,132,2,4,2,12
,48,14
960 DATA 0,14,16,12,16,12,2,
4,24,96,128,-9,0,2,4,24,32,2
,12,16,-9,0,2,4,8,144,160,64
970 ! LINE 10
980 DATA 118,-14,0,6,120,128
,-13,0,2,4,8,16,-2,32,-3,64,
192,64,-2,32,16,8,4,2,-7,0,1
92,48,14
990 DATA -5,0,-2,2,-3,132,-2
,130,-4,0,2,252,0,192,0,192,
-3,0,240,2,4,8,16,96,128,-7,
0,8,16,18
1000 DATA 36,68,136,16,32,64
,128,-3,0,-2,2,-2,4,8,16,32,
64,128
1010 ! LINE 11
1020 DATA 109,-12,0,14,240,-
14,0,56,198,-17,0,198,56,-7,
0,252,2,-5,0,128,96,28,2,-2,
0,-2,128,-2,64
1030 DATA 224,-4,32,-2,16,44
,66,128,-8,0,-5,2,-3,4,-2,8,
-2,16,-2,32,-2,64,-2,128
1040 ' LINE 12
1050 DATA 96,-12,0,248,6,-16
,0,128,64,32,16,-2,8,30,32,0
,32,30,-2,8,16,32,64,128,-10
,0,128,126
1060 DATA -7,0,192,48,16,8,-
4,4,-7,2,0,226,130,128,-2,13
0,-4,132,10,8,16,126,128
1070 ! LINE 13
1080 DATA 99,-11,0,2,12,208,
48,12,-2,2,-17,0,254,-5,0,24
0,14,-15,0,192,62,-6,0,-2,2,
-7,0,2,-3,0
1090 DATA 8,56,-3,248,250,56
,-2,0,-2,2,28,228,-2,8,240,3
2,16,12,2
1100 ! LINE 14
1110 DATA 101,-2,8,-4,20,-2,
36,-2,68,136,-2,8,-3,16,-2,3
2,160,-2,64,32,-2,16,-3,8,-4
,4,8,24,16
1120 DATA 254,-8,0,254,-4,32
,-3,16,8,4,-3,2,-2,0,60,192,
-8,0,128,252,254,230,254,252
,128,-7,0
1130 DATA 6,-2,8,240,224,192
,-10,0,128,96,30
1140 ! LINE 15
1150 DATA 101,-34,0,254,-9,0
,254,-11,0,-2,128,-2,64,-4,3
2,-3,16,-6,8,-3,16,-2,32,-2,
64
1160 DATA -2,128,-11,0,2,4,1
0,12,16,32,64,128
1170 ! LINE 16
1180 DATA 96,-35,0,254,-9,0,
248,134,64,32,16,8,4,2,-28,0
,-2,2,-2,4,-2,8,-2,16,32,64,
130,132,24,96,128
1190 ! LINE 17
1200 DATA 91,-35,0,252,2,-9,
0,128,-6,0,-2,128,64,32,-4,1
6,-8,8,-3,16,-3,32,-3,64,-3,
128
1210 DATA -4,0,2,4,8,16,32,1
92
1220 ! LINE 18
1230 DATA 85,-36,0,128,96,16
,8,4,2,-31,0,-2,2,-3,4,8,16,
-2,32,64,-2,128
1240 ! LINE 19
1250 DATA 73,-42,0,-2,128,-3
,64,-5,32,-8,16,-8,32,-4,64,
128
1260 ! LINE 20
1270 DATA 118,-12,0,60,126,-
6,194,112,48,-2,0,240,254,14
,-4,2,14,254,240,-2,0,-2,254
,-2,0,-2,6,-2,0
1280 DATA -2,254,-6,0,-2,254
,-6,0,60,126,-6,194,112,48,-
4,0,-2,192,-2,254,-2,192,-4,
0,128,192
1290 DATA 98,50,26,14,6,2,-2
,254,-2,0,-2,254,-6,0,-2,254
,-2,0,48,112,-6,192,126,62
1300 ! LINE 21
1310 DATA 118,-12,0,24,28,-6
,134,252,120,-3,0,192,240,18
8,-2,134,188,240,192,-3,0,-2
,254,56,240
1320 DATA -2,192,240,56,-2,2
54,-2,0,-4,6,-2,254,-4,6,-2,
0,24,28,-6,134,252,120,-4,0,
-2,6,-2,254
1330 DATA -2,6,-4,0,120,252,
-6,134,-2,254,-2,0,-2,254,-6
,128,-2,254,-2,0,24,28,-6,6,
252,248
1340 DATA 0
1350 DATA "       MERRY CHRIS
TMAS"
1360 DATA "             AND"
1370 DATA "       HAPPY NEW
YEAR"
1380 DATA "             FROM"
1390 DATA "     OUR HOUSE TO
 YOURS"
1400 DATA 18,-2,224,230,-14,
231,229
1410 DATA 19,224,230,224,229
,-14,224,229
1420 DATA 20,230,-3,224,229,
-14,224,229
1430 DATA 21,233,-4,224,233,
-14,224,233
1440 DATA 8,233,-4,224,233,.
1,233
1450 DATA 21,233,-4,224,233,
-14,224,233
1460 DATA 8,233,-4,224,233,.
1,233
1470 DATA 21,233,-4,224,233,
-14,224,233
1480 DATA 8,233,-4,224,233,.
1,233
1490 DATA 21,233,-4,224,233,
-14,224,233
1500 DATA 21,229,-4,224,233,
224,240,-3,241,242,-8,224,23
3
1510 DATA 21,224,229,-3,224,
233,224,246,241,242,224,245,
-8,224,233
1520 DATA 21,-2,224,229,-2,2
24,233,-3,224,246,241,247,-8
,224,233
1530 DATA 21,-3,224,229,224,
233,-14,224,233
1540 DATA 21,-4,224,229,237,
-14,232,233
1550 DATA 14,-8,224,245,224,
245,224,224,245
1560 DATA 14,-8,224,245,224,
245,224,224,245
1570 DATA 14,-8,224,245,224,
```

```
245,224,224,245
1580 DATA 14,-10,224,245,224
,224,245
1590 DATA 11,-10,224,245
1600 DATA 0
1610 ! CREATE ADDRESS LIST
1620 CALL CLEAR
1630 PRINT "ENTER STOP TO QU
IT":"IF NOT OK, THEN ENTER '
N'": :
1640 FLAG=0
1650 INPUT "NAME:       ":A$
:: IF A$="STOP" THEN 1720 ::
 GOSUB 1690 :: IF FLAG=1 THE
N 1650
1660 INPUT "STREET NO: ":A$
:: GOSUB 1690 :: IF FLAG=1 T
HEN 1660
1670 INPUT "STREET:     ":A$
:: GOSUB 1690 :: IF FLAG=1 T
HEN 1670
1680 PRINT :: GOTO 1650
1690 IF LEN(A$)>14 THEN FLAG
=1 :: PRINT "PLEASE ABBREVIA
TE & REENTER" :: RETURN
1700 IF LEN(A$)=14 THEN INPU
T "OK":B$ :: IF B$="N" THEN
FLAG=1 :: RETURN ELSE PRINT
:: PRINT #3:A$ :: FLAG=0 ::
RETURN
1710 A$=A$&" " :: GOTO 1700
1720 CLOSE #3 :: GOTO 180
```

MOVIE LIST

(Thanks to Lima Ohio Users Group. Charlie Good.)

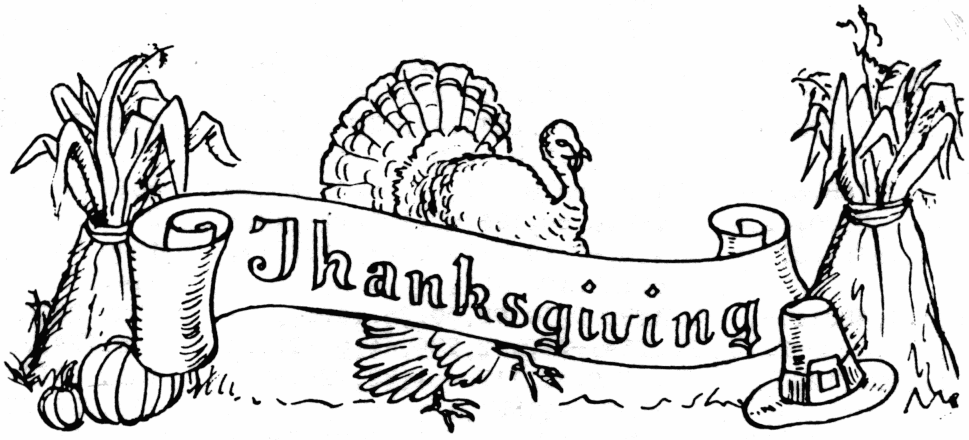
Here is another example of a program that doesn't do anything similar to examples discussed by Jim Peterson in one of his Tigercub Tips columns.

The local public library has a very extensive list of videotapes that are available for free loan to anybody with a library card. Each video title has a number, the numbers running from 1 to over 600. The library is by far the best video bargain in town.

Since I am the one who has the opportunity to regularly pick up library videos, I made a copy of the library's list of video titles and took it home for my family to review. Each family member provided me with a list of the movie numbers that they wanted to eventually see. I turned on my 99/4A, booted extended basic, and typed in each number on these lists, pressing <ENTER> after each number. These lists were not necessarily in numeric order, and sometimes several family members requested the same video number. I just continued merrily typing in each number on the lists. When I was finished, I typed LIST, and the computer displayed all these movie numbers in numerical order! I then put a "!" after each "line number" of my "program" followed by the title, name of family member(s) requesting, and movie rating (G,PG,etc.) if known. I saved all this under the name MOVIELIST.

Now whenever I need a printout of the family movie list to take to the library I load OLD DSK1.MOVIELIST and then type LIST "PIO" for the printout. When we see a movie, I delete it from the list and by loading MOVIELIST, typing the movie number, pressing <ENTER>, and resaving MOVIELIST.

This program that does nothing is one of my family's most important databases. The ability of BASIC in the 99/4A to instantly sort program line numbers in numerical order and to quickly delete numbers is what does the trick.



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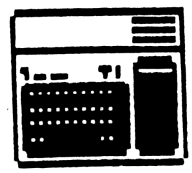

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(Editor: Above is a copy of the handout taken to the Chicago TI Faire. Thanks go to Dick Beery,Chuck Grimes, Irwin Hott, Ken Marshall and Jim Peterson for the design)

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12 DEC 1987
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13 FEB 1988
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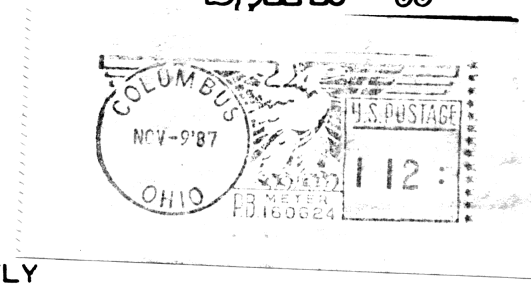

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